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ABSTRACT

A method and apparatus for creating virtual worlds wherein a user may begin with a database containing a limited pictorial representation of a desired virtual world and then edit the database to specify the remaining data needed to create the actual virtual world. In one embodiment of the present invention, a database containing a limited pictorial representation of a virtual world is communicated to a receiving unit, and a grouping unit collects various descriptions of the pictorial representation into selected groups. An attribute assigning unit then assigns attributes to the groups. The attributes may include group hierarchy, constraints of motion, color, texture or other features. The modified database is then communicated to a data coupling unit which couples real world data to the groups. Finally, a rendering unit renders the virtual world which looks and functions according to the specified attributes and the real world data.